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RET-PC-GBL

POOL
Sara Parker's CHALLENGE

THE MOST REALISTIC 8-BIT POOL SIMULATION EVER!

This official seal is your assurance that Nintendo has not reviewed this product. They might even be unhappy about it being made. Always look for this seal when buying games, even though anyone with a scanner or paint program could easily reproduce it.

Official Seal of Quality

1. Terminology

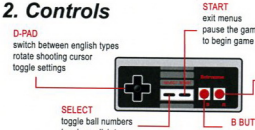
Sara Parker's Pool Challenge offers single-player, multi-player and team games for up to 4 players .

Lagging: is done to determine which player goes 1st. Each player hits the cue ball, the cue must bounce off the opposite rail and try to get as close to the original rail as possible. The nearest player to the original rail breaks first.

English: the spin and angle of direction of the cue ball in coordination with the numbered balls.

Called shots: when activated on the game screen, the player must call what ball and pocket their shot will go into.

2. Controls



3. Game Scoring

Pocketing balls:
1 ball = +1 point
2 balls = +3 points
3 balls = +5 points
4 balls = +7 points
5 balls = +10 points
8 ball in correct pocket for the win = +10

Fouls:
-5 = Pocketing 8 ball early, or calling wrong pocket
-2 = Scratching ball or jumping off the table
-1 = Not pocketing a ball on player's turn
-1 = Calling incorrect pocket
-1 = Hitting opponents ball first
Foul at 0 points = game over

Solitaire Mode *(8 ball & Straight Pool only)*:
20=State champ
40=National champ
60=World champ

2 Player Mode:
Games can end at 50, 100, 150, or 200 points

4. Condition Menu

Allows you to customize game settings and features:

You can switch between 5 color schemes for the pool tables with the directional pad.

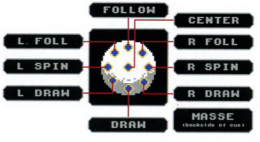
Toggle sound & music on/off, switch between 2 music styles.

The Friction control option is also here. It simply allows the player to choose how far the balls will travel after the initial hit by changing the pool table surface. It ranges from normal conditions, to course like sandpaper, and all the way to up to being on slippery ice.

5. Ball English

To use: Hold select button and move with D-pad

Definition: A twist or spinning motion given to a ball in striking it that influences the direction it will take after touching a cushion or another ball.



Center: straight shot
Follow: topspin
Draw: backspin
R Spin: angle right
L Spin: angle left
R Foll: right topspin
L Foll: left topspin
L Draw: left backspin
R Draw: right backspin
Masse': ball jumps, sharp curves, & reverse directions

6. Players Menu

Allow the players to personalize their player's character. Choose a player with the A button, use the select button to change the name and the d-pad to scroll the lettering.

By choosing Player Controller, the player can decide which NES controller they will be using. Only compatiable with 2 controllers.

Press Start to return to main menu.

7. Pool Room Menu

Watch Basic Shots Demo:
This is short demo tutorial covering the basic shots to give you a general understanding of how to aim and to look for unusual bank shots.

Straight play:
1-4 players
Lag to determine who breaks. A player is awarded one point for every pocketed ball and is allowed to continue with his turn until he either fails to pocket a ball or commits a foul.

The player can pocket the first 14 balls (in any number order), but before he can continue his turn by shooting at the 15th (and last remaining) ball on the table, the 14 pocketed balls are racked as before, except with the apex space vacant. The player then attempts to pocket the 15th ball so that the racked balls are disturbed and he can continue his turn.

8 Ball
1-4 players & team play
Eight-ball is a game played with 15 object balls and a cue ball. To win a game of 8-ball, a player must legally pocket the eight ball after which time his group of balls, either solids (numbers 1-7) or stripes (numbers 9-15), is completely pocketed, or by pocketing the eight ball on a legal break shot.

After the opening break, if no balls are pocked the first player to pocket a ball get to choose solids or strips. Once chosen the player must hit one of there balls first or it is a foul for the remainder of the game. It reminds a player's turn until they fail to pocket a ball legally or a foul occurs.

After a scratch or foul, the next player can move the cue anywhere on the table (ball in hand) behind the 2nd set of dots.

9 Ball

1-4 players

Nine Ball is a game played with 9 object balls and the cue ball. To win a game of 9 ball you must be the first player so pocket the 9 ball. On each shot the cue ball must hit the lowest numbered ball on the table first, balls however do not have to be pocked it order to win. Play continues till the player fouls or the 9 ball is sunk.

Lag to chose the player who breaks, winner breaks on subsuqent games.

3 fouls in consective order by 1 player forfeits the game.

Kelly Pool

1-4 player's

Each player is given a life ball at the begining of the game at random. The other player(s) must look away from the screen so they don't see the other oponents life ball.

The player's lag to decide who breaks. Then it goes in numerical order by player #. A player's turn continues until they fail to pocket a ball or comment a foul.

A match ends when a players life ball gets pocketed. The player with the surviving ball wins the match. A game can consist of 1 upto 7 matches. The winner of each match breaks for each new match until the game is won.